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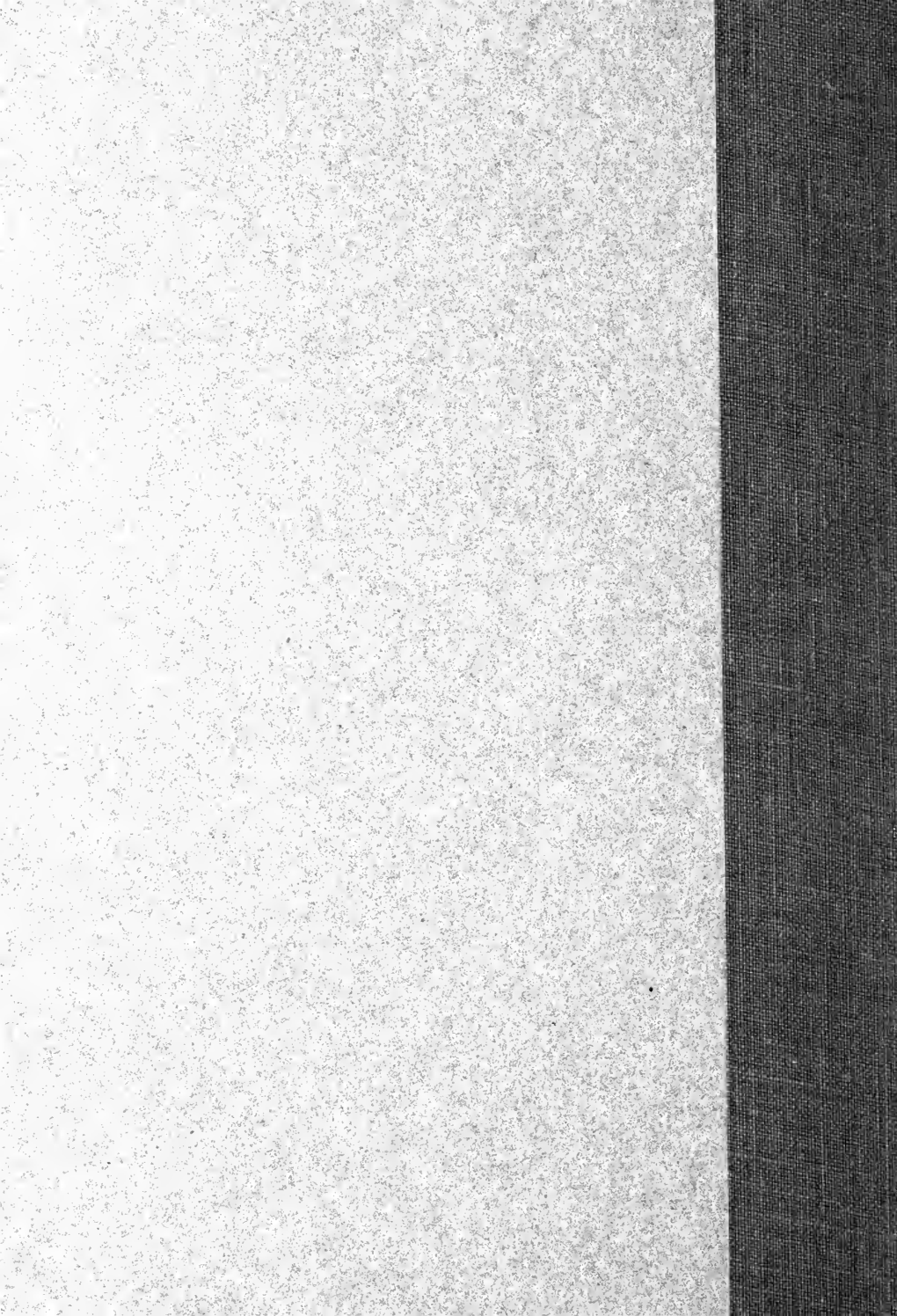
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1922




PART IV

Spalding's Official Foot Ball Guide

Official Foot Ball Rules

As Recommended by the
Rules Committee

1922

In Convenient Detachable Form for the Use of
 Coaches and Officials

To detach Rules from book, pry up wire stitch on back cover of this section and
it can be removed without mutilating

Changes in the Rules for 1922

The changes in the Rules this year, while not materially affecting the style of play itself, are important to coaches, officials and captains, as well as to players.

Relating to substitution, a player taken out in one half cannot return in the same half, but a player who has been taken out in the first half may return to the game in the second half, not necessarily at the beginning of a period.

The Referee is permitted by a change in the rule to shorten the playing time at intermission, should he decide that darkness is likely to interfere with the completion of the game.

In Scoring, a new feature is introduced, called a "Try-for-point." Formerly a place-kick only was allowed for goal after a touchdown. Now the side scoring the touchdown is permitted to bring the ball out to any point not less than 5 yards from the goal line, or to any greater distance they choose, and there a scrimmage is formed, with the scoring side in possession of the ball. They can make any play which is legal from an ordinary scrimmage and endeavor to score by a place-kick, a drop-kick, a run, or a forward pass. Should they by any of these means in a single play put the ball over the goal line and secure a touchdown, or should they kick a field goal, any one of these successes yields them a single point. Immediately that the ball becomes dead without resulting in such a score, play ceases and the ball is taken back for a kick-off, as was done under the old method when the Try-for-goal had proven unsuccessful.

As to fouls (on this Try-for-point) by either side, a foul by the side defending the goal gives the attacking side the additional point without further play, and a foul or illegal play by the attacking side vitiates the attempt for the score.

The privileges of choice of kick-off or of receiving the kick-off are a little more clearly defined.

Probably the most constructive work done was in making the rule regarding shift plays more clear and more simple of enforcement by officials. It provides as formerly regarding the ordinary shifts, and also provides that when a man in motion has left the scrimmage line he must be at least five yards back when the ball is put in play. It also provides that in all shift plays the man who has moved from one position to another before the ball is put in play must come to a stop; not only both feet stationary on the ground, but must come to a full stop so that when he starts again he starts off from a standstill.

Certain alterations were made in the rule regarding taking time out, to clear up any misunderstandings there.

Time taken out after the third request by a captain entails a 2-yard penalty; that is, the stakes are not to be moved as formerly.

Interference with the defensive side on a forward pass entails a loss of 15 yards and a down.

Unnecessary roughness has been somewhat more clearly defined and additional power put in the hands of the officials, and it was made more clear that the officials should be stringent in handling it.

Clipping also has a section in the rules.

The declining of penalties has been made clearer.

The Referee will in future select the assistants to the Linesman, designating the men who are to carry the chains.

Approved Rulings, as far as possible, have been incorporated into the Rules.

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Report of the American Intercollegiate Foot Ball Rules Committee to the National Collegiate Athletic Association

It is probably a fact that more people have participated in foot ball contests—and certainly more spectators have witnessed these contests—during the past season than ever before in a single season. In other word , the modern open game, now generally understood and well developed, has been subjected to another thorough test.

In the report of your Committee last year, we emphasized the fact that the change from the old style foot ball to the modern game had been practically completed, and that the coaches and players now had an opportunity to devote their entire time to the development of the game under standard rules, and were no longer called upon to spend any substantial part of their time in adapting the game of the previous season to changes in the rules made between seasons.

The experience of the past season has added still more evidence in support of the statement made in our report for the year 1920—that a good all-around open game has at last been fairly established. There is no present indication of any necessity for further fundamental changes.

It is the general opinion of your Committee that necessary modifications in the rules during the next two or three years will be confined largely to detail and to clarification. While, under the intensive development of the open game, tendencies may appear which will require some check, it is not likely that they will require fundamental changes in the rules.

If this opinion is sound, it seems likely that the work of the Foot Ball Rules Committee as a legislative body will, in the immediate future at least, be restricted to the consideration of relatively minor questions, and that the greatest contribution which the Committee can make to the game will be found in close co-operation with the colleges in maintaining the prestige and good name of foot ball.

I want to point out in this connection the obvious fact that the Rules Committee, by the mere phrasing of rules and providing for their enforcement, can neither preserve the ideals of the game nor supply the proper environment or the right kind of spirit under which these contests should take place.

The objective which we are all seeking can only be reached through the close co-operation of the Rules Committee and the respective college adminis-

trations, both academic and athletic, and for that co-operation your Committee makes a definite appeal. If the members of this Association will take the lead, it is inevitable that the secondary schools and all other academic institutions must sooner or later follow. Let me give two illustrations of the kind of co-operation I have in mind:

One is suggested by an incident that took place recently. I was discussing standards of sportsmanship with a prominent foot ball player who, during the past season, played for his last year on one of the best known elevens in the East. I asked him if he had ever read the Foot Ball Code in the front of his rules book. He replied that he had never heard of it.

Now, the Foot Ball Code was prepared by the Rules Committee in an attempt to set forth the standards of sportsmanship under which the lovers of foot ball feel the game should be played, if it is to permanently endure as the greatest of all academic sports. The Rules Committee can prepare such a Code, but it cannot force the boys who are learning the game to read it. In every college and secondary school in the country, hours upon hours are devoted to teaching the boys the physical technique of the game and the technical rules which govern the play. Why not teach them the Code, first of all? I would like to suggest that the colleges composing the membership of this national organization, make sure that in each one of their respective institutions enough time is taken at the beginning of every season to make certain that every candidate for the team reads and thoroughly understands the Code, and is told definitely and unequivocally that his institution stands squarely behind it and the type of sportsmanship it undertakes to establish.

Another illustration: The Rules Committee, through its Central Board on Officials, can help in the education of officials and can assist in suggesting available officials for the more important games. It can prepare and maintain a list of officials believed to be competent and who are available for employment. The Rules Committee, however, cannot by itself provide the protection, prestige and moral backing to which every competent official is entitled while he is acting in the performance of his duty. This is distinctly up to the college authorities, both academic and athletic. There are even now too many thoroughly competent and honest officials who hesitate to inflict penalties, lest they thereby incur the dissatisfaction or hostility of the authorities of the college involved, and thus perhaps lose the opportunity of thereafter officiating in games where the college penalized is a contestant.

Of course, mistakes in judgment, wrong interpretation and improper application of the rules are bound to happen. No human beings are infallible. But failures of this nature are trivial as compared with a deliberate failure

to enforce the rules through fear or reprisals, or through knowledge that the institutions involved are not ready to give the official the moral support to which he, as the representative and protector of the standards of the game, is entitled.

I do not want to be understood as criticising the work of the officials during the past season. Officiating, in the judgment of your Committee, has steadily improved during the last fifteen years, and never has been better than during the past season. My point is, that with the affirmative constructive support of the college administrations, the general standard of officiating can be still further greatly improved.

I would like to suggest that every institution which is a member of this Association, take definite affirmative steps to let it be generally and unmistakably understood that the institution stands squarely behind and will support to the limit every fearless competent official and his decisions; and that so far as it is concerned, no such official shall ever suffer from having done his duty on the field, whether from unfavorable comment, or criticism, or the withholding of future patronage.

The game of foot ball is a wonderful game. Its appeal is irresistible. Its contests take place under the highest tension. It is played before great crowds of partisan and anxious spectators. Both the preparation for and the playing of those contests are surrounded with extensive and often ill-advised and overdone publicity. The aggregate gate receipts from these contests are enormous. A game which can maintain its best standards under all these conditions is certainly worth while; but it will require the concerted efforts of all its friends to counteract some of the undermining tendencies which are almost certain to develop from the conditions under which the game is played today.

The point I am trying to make is, that while we have a magnificent game at the moment, eternal vigilance is necessary to protect it. The Rules Committee stands ready to do its part, and the colleges, I am sure, are more than ready and anxious to do theirs; but it is only the close co-operation between the two that will, with absolute certainty, attain the objective we are all striving for—the preservation and integrity of this greatest of academic sports.

(Signed) E. K. HALL, *Chairman*,
American Intercollegiate Foot Ball Rules Committee.

The Foot Ball Code

Both in play and by tradition foot ball is a distinctively academic game—the game of the schools and the colleges. The friends of the game must accordingly rely on the schools and colleges for the preservation of its past traditions and the maintenance of the high standards of sportsmanship in its play, which are to be expected in a distinctively academic game.

In some sports it is possible to attain reasonably high standards simply by the adoption and enforcement of rules, but this is not true in foot ball. There are so many men engaged in action, the action is so rapid and so constantly shifting, that it is impossible for any official to discover every possible infraction of the rules.

The Committee, in the remodelling of the rules that has gradually taken place, has endeavored to prohibit and suitably penalize all forms of unfair tactics and practices. It has also endeavored, so far as possible, without affecting the integrity of the game itself, to remove special temptation or opportunity for unsportsmanlike play.

So far as the rules themselves are concerned, the Committee feels that it has done about all that it can do, and it has been with continually increasing satisfaction that the members of the Committee, in common with all other lovers of the game, have observed the rapid improvement in the standards of play. Each year there has been less attempt on the part of the players to "beat the rules," and unfair tactics have largely disappeared. The "anything to win" coach is disappearing. Officials are generally more efficient and fearless and their rulings are more and more being accepted without quibbling.

There are, however, still many school teams, and even some college teams, that seem to fail to recognize that the first obligation of every foot ball player is to protect the game itself, its reputation and its good name. He owes this to the game, its friends and its traditions. There can be little excuse for any college player who allows the game to be smirched with unsportsmanlike tactics.

In the case of the players in the school teams, however, the Committee is inclined to believe that unsportsmanlike play is due largely to ignorance of what the proper standards are and what the great host of ex-foot ball players and friends of the game expect from the boys who are just learning it.

For the benefit of those who are just beginning to learn the game the Rules Committee has decided to publish in the official book of rules the following suggestions:

HOLDING is prohibited by the rules because it does not belong in the game of foot ball. It is unfair play. It eliminates skill. The slowest man in the world could make a forty-yard run in every play if the rest of his teammates would hold their opponents long enough. The game is to advance the ball by strategy, skill and speed *without* holding your opponent.

Perhaps a good game could be invented, the object of which would be to advance the ball as far as possible *with* the assistance of holding your oppo-

nents, but it would not be foot ball. It would probably become a team wrestling match and, unless drastic rules, rigidly enforced, prevented it, a free fight. If your coach cannot show you how to gain distance without holding your opponents, get another coach. It is fair to assume that he does not understand the strategy of the game.

SIDE LINE COACHING is prohibited in the rules because it is considered an unfair practice. The game is to be played by the players using their own muscles and their own brains. If an onlooker, having seen all the hands in a game of cards, undertook to tell one of the players what card to play, the other players would have just cause to object.

The Committee by its ruling has endeavored to prevent as far as practically possible the sending in of substitutes for the mere purpose of giving information as to the following play, which removes the chief incentive for sending in information.

"BEATING THE BALL" by an unfair use of a starting signal is nothing less than deliberately stealing an advantage from the other side. An honest starting signal is good foot ball, but a starting signal which has for its purpose starting the team a fraction of a second before the ball is put in play, in the hope that it will not be detected by the officials, is nothing short of crookedness. It is the same as if a sprinter in a hundred-yard dash had a secret arrangement with the starter to give him a tenth of a second's warning before he fired the pistol.

TALKING TO YOUR OPPONENTS if it falls short of being abusive or insulting is not prohibited by the rules, partly because it ought not to be necessary and partly because no rules can make a gentleman out of a mucker. No good sportsman is ever guilty of cheap talk to his opponents.

TALKING TO OFFICIALS—When an official imposes or makes a decision, he is simply doing his duty as he sees it. He is on the field representing the integrity of the game of foot ball, and his decision, even though he may have made a mistake in judgment, is final and conclusive and should be so accepted. Even if you think the decision is a mistaken one, take your medicine and do not whine about it. If there is anything to be said, let your captain do the talking. That's his business. Yours is to keep quiet and play the game.

THE FOOT BALL CODE—You may meet players and even coaches who will tell you that it is all right to hold or otherwise violate the rules if you do not get caught. This is the code that obtains among sneak thieves and pickpockets. The crime in their code is getting caught.

The foot ball code is different. The foot ball player who intentionally violates a rule is guilty of unfair play and unsportsmanlike tactics, and whether or not he escapes being penalized, he brings discredit to the good name of the game, which it is his duty as a player to uphold.

RULES COMMITTEE.

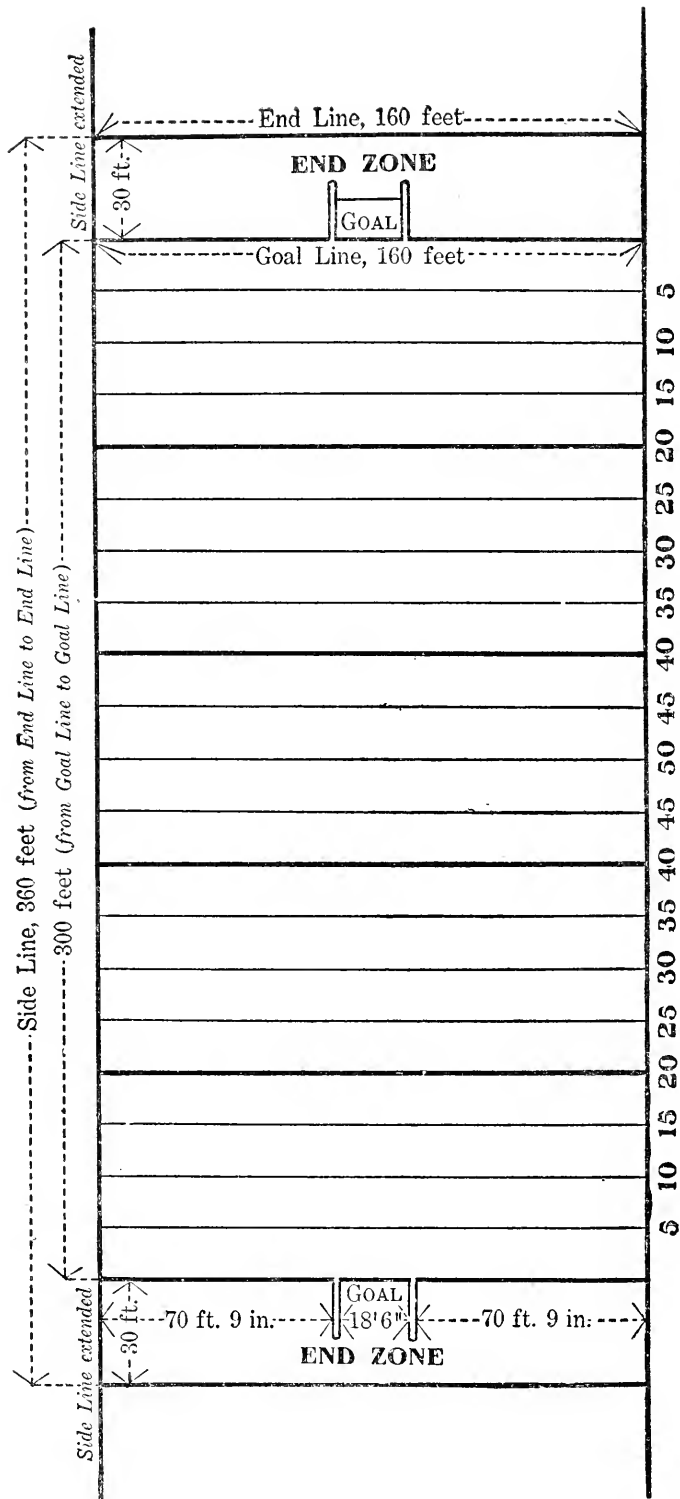


DIAGRAM OF FIELD OF PLAY.

The Field of Play is a Parallelogram bounded by the side lines and goal lines and thus measuring 300 feet by 160 feet.

OFFICIAL FOOT BALL RULES

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RULE I.

FIELD.

Dimensions. SECTION 1. The game shall be played upon a rectangular field, 360 feet in length and 160 feet in width. The lines at the ends of the field shall be termed *End Lines*. Those at the sides shall be termed *Side Lines* and shall extend indefinitely beyond their points of intersection with the goal lines. The *Goal Lines* shall be established in the field of play ten yards from and parallel to the end lines. The space bounded by the goal lines and the side lines shall be termed the *Field of Play*.

Field of Play. *Play.* The spaces bounded by the goal lines, the end lines and the side lines shall be termed the *End Zones*.

Marking. SECTION 2. These lines shall be marked in white. The Field of Play shall be marked at intervals of five yards with white lines parallel to the goal lines.

NOTE.—Previous to the beginning of play, the Referee shall see that the field is properly marked.

Goal. SECTION 3. The goal posts shall be placed in the middle of each goal line, shall exceed 20 feet in height and be placed 18 feet 6 inches apart, with a horizontal cross-bar 10 feet from the ground.

RULE II.

BALL.

SECTION 1. The ball shall be made of leather, enclosing a rubber bladder. It shall be tightly inflated and shall have the shape of a prolate spheroid—Circumference, long axis, from 28 inches to 28½ inches; short axis, from 22½ inches to 23 inches; Weight, from 14 ounces to 15 ounces.

NOTE.—In the case of a wet field the ball may be changed for a new one at the end of the second period at the discretion of the Referee.

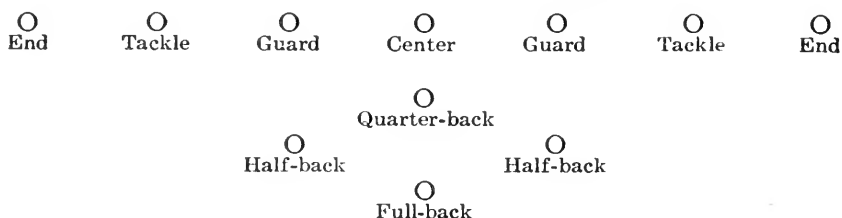
RULE III.

PLAYERS AND SUBSTITUTES.

Number of SECTION 1. The game shall be played by
Players. two teams of eleven men each.

NOTE.—For the purpose of designating the positions the accompanying diagram is inserted.

NAMING OF PLAYERS IN CUSTOMARY POSITION ON OFFENSE.



Substitutes. SECTION 2. A player may be substituted for another at any time, but before engaging in play he must report to the Referee or Umpire. After a player has reported to the proper official and the change has been made, the substitution shall be considered as completed. An incoming substitute shall not communicate in any way with any of the players upon the field until after the ball has been put in play. In case any change in the position of players is rendered necessary by the substitution, the substitute going in may give that information only through the Referee. In case the substitute sent in is to take the place of the man who had regularly been giving signals previous to his removal from the game, the man sent in may give the signal, but without consultation with the players until after the ball has been put in play. If the man who has been giving signals is not removed from the game when a new player comes in for the purpose of giving signals, the former must give the signal on the play following. A player who has been withdrawn from the game during the first half may return at any time during the second half. A player withdrawn during the second half may not return to the

game. A player who has been disqualified or suspended shall be debarred from further participation in the game.

PENALTY

(REFEREE, UMPIRE)

For not reporting—Loss of 5 yards. If in the opinion of the Referee the incoming substitute has had no opportunity to report to the official, and he does not in any way interfere with the play or communicate with the players, the Referee need not inflict the penalty.

For incoming substitute communicating with players on field before ball is put in play—Loss of 15 yards.

For illegal return—The player shall be suspended from the game and his team shall be penalized half the distance to the goal line from the spot of the down during which the illegal substitution was made. If play shall have intervened between the illegal substitution and its discovery, the penalty shall be enforced from the spot where the illegal substitution was discovered. If the illegal substitution takes place between the making of a touchdown and the next kick-off, the penalty shall be inflicted at the kick-off.

NOTE.—The Committee deprecates putting in of substitutes for the purpose of conveying information.

**Equipment
of Players.**

SECTION 3. No player having projecting nails or iron plates on his shoes or any projecting metallic or hard substance on his person shall be allowed in the game. If head protectors are worn, no sole leather, papier mache, or other hard or unyielding substance shall be used in their construction. All devices for protection must be so arranged and padded as, in the judgment of the Umpire, to be without danger to other players. Leather cleats upon the shoes shall be allowed.

PENALTY

(UMPIRE)

Suspension, unless the fault is corrected within two minutes.

NOTE.—The Committee not only recommends but urges that all players be numbered.

RULE IV.

LENGTH OF GAME.

**Length of
Periods.**

SECTION 1. The length of the game shall be 60 minutes, divided into four periods of 15 minutes each, exclusive of time taken out,

although it may be of shorter duration by mutual agreement between representatives of the contesting teams.

In case no such agreement has been reached 10 minutes after the time scheduled for beginning the game, the Referee shall order the game to proceed and the full time shall be played.

Darkness. SECTION 2. Whenever the commencement of a game is so late that, in the opinion of the Referee, there is any likelihood of the game being interfered with by darkness, he shall, before play begins, arbitrarily shorten the four periods to such length as shall insure four equal periods being completed, and shall notify both captains of the exact time thus set.

During an intermission, the Referee, with the consent of the two captains, may shorten the playing time of the remaining period or periods.

PENALTY

(REFEREE)

For refusal to abide by the opinion of the Referee under Section 2—Forfeiture of the game.

Intermission. SECTION 3. (a) There shall be one minute intermission between the first and second periods and between the third and fourth periods, during which time no player shall leave the field of play, nor shall any representative of either team be allowed on the field of play, except as provided for in Rule XXII., Sections 2 and 3.

PENALTY

(REFEREE, UMPIRE)

Loss of 15 yards.

(b) There shall be fifteen minutes intermission between the second and third periods. The Referee shall cause both teams to be notified three minutes before said intermission has expired. Fifteen minutes after the close of the second period, the Referee shall blow his whistle on the field, and in case either team is not ready to play within two minutes thereafter, the offending side shall forfeit such option as it may have possessed under the provisions of Rule VII., Section 1 (a), and be penalized 25 yards—the ball to be put in play by a scrimmage. The offended side shall have the choice of goal and may elect whether it will put the ball in play on its opponents' 35-yard

line or whether the offending side shall put the ball in play on its own 15-yard line.

Time Extended. SECTION 4. Time shall not be called for the end of a period until the ball is dead, but in case of a touchdown the try-for-point shall be allowed. In case of a fair catch made after time has expired, the kick only shall be allowed and time shall be called when the ball is declared dead after the kick has been made.

RULE V.

SCORING.

The game shall be decided by the final score at the end of the four periods. The following shall be the value of plays in scoring:

Touchdown.....	6 points.
Successful "try" after touchdown...	1 point.
Goal from the field.....	3 points.
Safety by opponents	2 points.

The score of a forfeited game shall be 1 to 0 in favor of the offended side.

RULE VI.

DEFINITIONS.

Place-kick. SECTION 1. A *Place-kick* is made by kicking the ball from its position while it is resting upon the ground. It is allowable to scrape up the earth, but no artificial tees shall be permitted.

Kick-off. A *Kick-off* is the term used to designate the opening play of the first and third periods and it shall consist of a place-kick from the 40-yard line of the team entitled to kick.

After a goal from the field and after a try-for-point following touchdown, the ball must be put in play by a kick-off.

Punt. A *Punt* is made by dropping the ball from the hand or hands and kicking it before it touches the ground.

Drop-kick. A *Drop-kick* is made by dropping the ball from the hand or hands and kicking it the instant it rises from the ground.

Free kick. A *Free kick* is any kick when the opponents are restrained by rule from advancing beyond a certain point before the ball is put in play, and includes *Kick-off* and *Kick from a Fair Catch*.

Snapping the Ball. SECTION 2. *Snapping the Ball* is putting it back from its position on the ground with one quick and continuous motion of the hand or hands, the ball actually leaving the hands on this motion.

Scrimmage. SECTION 3. A *Scrimmage* takes place when the holder of the ball places it flat upon the ground, with its long axis at right angles to the line of scrimmage, and puts it in play by snapping it back. The scrimmage does not end until the ball is dead.

If the snapper-back does not hold the long axis of the ball as specified, the ball must be put in play over again.

Line of Scrimmage. The *Line of Scrimmage* for each side is an imaginary line parallel to the goal line and passing through that point of the ball nearest the side's own goal line.

Neutral Zone. It is evident from the foregoing definition that there must be two lines of scrimmage, one for each side, thus separating the two forward lines by a space equal to the length of the ball. This space is known as the neutral zone and may not be encroached upon until the ball is put in play.

Off-side. SECTION 4. A player is *Off-side* when the ball has last been touched by one of his own side behind him.

Fair Catch. SECTION 5. A *Fair Catch* is made by catching the ball after it has been kicked by one of the opponents and before it touches the ground, provided the player, prior to an attempt to catch the ball, signals his intention of making a fair catch by raising his hand

clearly above his head and does not take more than two steps after making the catch.

Not a fair catch. It is *not a fair catch* if, after the kick, the ball is touched by another of the catcher's side before the catch.

Mark of catch. The *mark of the catch* is the spot at which the ball is actually caught.

Opportunity to make fair catch. *Opportunity to make a fair catch* is where the player is in such a position that it would be possible for him to reach the ball before it touches the ground.

Try-for-Point after a Touchdown. SECTION 6. A *Try-for-Point* is the privilege granted the side which has made a touchdown to add one additional point to its score by successfully executing a single play from scrimmage as required by Rule X.

Goal from the Field. SECTION 7. A *Goal from the Field* is made by kicking the ball from the field of play either by a drop-kick or a place-kick over the cross-bar of the opponents' goal. A goal cannot be scored by a kick-off.

If the ball passes directly over one of the goal posts, or if, after being kicked, it strikes an opponent and then passes over the cross-bar or one of the goal posts, it shall count a goal. In no case shall it count a goal if the ball, after leaving the kicker's foot, touches the ground before passing over the cross-bar or goal posts.

Foul. SECTION 8. A *Foul* is any violation of a rule.

NOTE.—*Officials may, within their discretion, caution players against infringement of off-side, holding, and similar rules. They shall not do so, however, with reference to illegal substitutions or formations.*

Out of Bounds. SECTION 9. The ball is *Out of Bounds* when either the ball or any part of the player who holds it touches the ground on or outside the side line or side line extended.

When a ball in the air from a kick or forward pass touches a player whose foot is on or outside the side line or side line extended it is out of bounds.

Tripping. SECTION 10. *Tripping* is obstructing a player below the knee with the hand or with that part of the obstructing player's leg that is below the knee. Mere diving under the play is not tripping.

Hurdling. SECTION 11. *Hurdling*, as used in the rules, applies only to the man carrying the ball.

Hurdling in the open is jumping over or attempting to jump over an opponent who is still on his feet. (A man who is on his knee may be hurdled without penalty.)

Hurdling in the line is jumping over or attempting to jump over a player on the line of scrimmage, with both feet or both knees foremost, within the distance of 5 yards on either side of the point where the ball was put in play.

NOTE.—*Mere stepping over a prostrate player, though the player so doing may have both feet in the air at the same time, is not construed as being within the definition or prohibition of hurdling.*

Down. SECTION 12. A *Down* occurs when the Referee blows his whistle or declares the ball dead.

NOTE.—*The Referee should never blow his whistle to indicate a foul while the ball is in play, but, if he inadvertently does so, the ball is dead and the play shall stop.*

Ball is Dead. SECTION 13. The *Ball is Dead* (and no play can be made with it except according to rule):

When the Referee blows his whistle and declares that a down, fair catch, touchdown, touchback, safety, goal or try-for-point has been made.

The Referee shall blow his whistle or declare the ball dead:

(a) When a player having the ball goes out of bounds, cries "down," or is so held that his forward progress is stopped, or when any portion of his person except his hands or feet, touches the ground while he is in the grasp of an opponent;

(b) When the ball goes out of bounds after a kick, before touching a player who is on-side;

(c) When a forward pass becomes an incompleated or illegal pass, or when the ball, after being passed forward, goes out of bounds, or over the opponents' end line, or strikes the ground in the end zone, or strikes the opponents' goal posts or cross-bar;

(d) When a kicked ball, except one scoring a goal, strikes the opponents' goal posts or cross-bar before being touched by a player of either side; or, when a kicked ball, except one from kick-off or free kick, goes over the opponents' goal line before being touched by a player of either side.

NOTE.—The provisions of Section 13 (c) and (d) do not apply when a forward pass or kick is made by a team from behind its own goal line, and should a ball so passed or kicked strike the goal posts or cross-bar, play shall continue as though such incident had not occurred.

(e) When on a try-for-point after touchdown the attempt to score has been successful or not.

(f) During enforcement of penalties.

(g) At the farthest point to which it has been advanced.

Unless otherwise specified the ball is dead at the spot where it was when the Referee blew his whistle or declared it dead.

Touchdown. SECTION 14. A *Touchdown* is made when the ball, lawfully in possession of a player, is declared dead by the Referee, any part of it being on, above, or behind the opponents' goal line.

The Referee shall immediately blow his whistle and declare that a touchdown has been made as soon as the ball has been carried on, above or across the goal line, or upon the legal completion of a forward pass in the end zone.

If a foul is committed by a player behind his own goal line when the ball is in possession of neither side and it deprives an opponent of an opportunity to recover the ball, and the enforcement of the penalty would give possession of the ball to the offended side behind the opponents'

goal line, it shall count a touchdown for the offended side. If, however, the ball is in the air as from a kick when the foul is committed, it shall count as a safety against the team which committed the offense.

If on a kick-off or free kick, a foul occurs back of the goal line before the ball has been declared dead, the penalty shall be inflicted on the next play or kick-off *unless otherwise provided in these Rules*.

Touchback. SECTION 15. A *Touchback* is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent.

It is a *Touchback* when a kicked ball (other than one from kick-off, free kick, or one scoring a goal from the field) goes over the goal line before being touched by a player of either side. If a ball kicked from the field of play strikes the goal posts or cross-bar before being touched by a player of either side, unless it scores a goal, it shall be considered a touchback.

It is a *Touchback* when a player who is off-side and within the opponents' 10-yard line is touched by a ball kicked by one of his own side.

NOTE.—*This penalty may be declined.*

It is a *Touchback* when a forward pass made from the field of play crosses either the end line or side line extended; when it strikes the goal posts or cross-bar, or when it touches the ground within the end zone. See, however, Rule XVII., Section 6.

It is a *Touchback* if any interference with the interception of a forward pass is committed behind the opponents' goal line by the side which put the ball in play.

If a player commits a foul behind his opponents' goal line which would give the side defending the goal possession of the ball had the foul occurred in the field of play, a touchback shall be declared.

It is a *Touchback* when a player on defense permits a ball, kicked by an opponent, to strike his person and then roll across his goal line and he or any player of his side then falls on it back of the line.

Not a Touchback. It is *not* a *Touchback* if such player juggles the ball so that he in any way forces it over the line and he or any player of his side then falls on it.

It may be a *Touchback* if the forward pass be touched by an ineligible man between the opponents' 10-yard line and the end line.

Safety. SECTION 16. A *Safety* is made when the ball in possession of a player guarding his own goal is declared dead by the Referee, any part of it being on, above or behind the goal line, provided the impetus which caused it to pass from outside the goal line to or behind the goal line was given by the side defending the goal. Such impetus could come :

(a) From a kick, pass, snap-back, or fumble by one of the player's own side;

(b) From a kick which bounds back from an opponent or from one of the kicker's own side, who, when struck, is behind his goal line.

A *Safety* is made when a player of the side in possession of the ball makes a forward pass which becomes incompletd behind his goal line, or commits a foul which would give the ball to the opponents behind the offender's goal line, or commits a foul the penalty for which would leave the ball in possession of his team behind its own goal line.

A *Safety* is made when the ball, kicked by a man behind his goal line, crosses the extended portion of either side line before being touched by an opponent.

Crawling. SECTION 17. *Crawling* is an attempt by the runner to advance the ball after it has been declared dead.

RULE VII.

KICK-OFF.

First
and third
periods.

SECTION 1. (a) The Referee shall toss up a coin before the game in the presence of the captains of the opposing teams, first designating which captain shall call. The winner of the toss shall have the choice of goal or kick-off, which choice shall not be revokable. If the winner of the toss selects the goal, the loser shall have the choice of kicking off or of receiving the kick-off. These privileges as to choice shall be reversed at the beginning of the third period.

Second
and fourth
periods.

(b) At the beginning of the second and fourth periods the teams shall change goals, the possession of the ball, the down, the relative spot of the down and the distance to be gained to remain the same as at the termination of the preceding period.

After scoring.

(c) The teams shall *not* change goals after a try-for-point following a touchdown, nor after a goal from the field, but the side just scored upon shall have the option of kicking off or having their opponents kick off, which choice shall not be revokable.

Ball kicked
across goal
line.

SECTION 2. At kick-off, if the ball is kicked across the goal line and is there declared dead when in the possession of one of the side defending the goal, it is a *touchback*. If the ball is not declared dead, the side defending the goal may run with it or kick it exactly as if it had not crossed the goal line.

If it is declared dead in possession of one of the attacking side, provided that he was on-side, it is a *touchdown*.

If a kick-off goes over the goal line, is fumbled, and then goes out of bounds, it shall be ruled as a free ball; *i. e.*, *touchdown* if recovered by the kicking side, *touchback* if recovered by the defending side; subject, however, to Approved Ground Rules.

RULE VIII.

POSITION OF PLAYERS AT KICK-OFF.

Point of
Kick-off.

SECTION 1. The side having the kick-off shall kick off from its own 40-yard line at a point equidistant from the side lines.

Kicker's side. SECTION 2. The kicker's side shall be behind the ball when it is kicked.

PENALTY (UMPIRE)

The ball shall be kicked off again from a point 5 yards directly back of the original mark and a new restraining line for the opponents shall be established 5 yards nearer the goal line of the kicker's side.

Opponents. SECTION 3. The opponents shall be behind a line 10 yards in front of the ball until the ball is kicked.

PENALTY (LINESMAN)

The ball shall be kicked off again from a point which may be 5 yards nearer opponents' goal if the kicking side so desires, and a new restraining line for the opponents shall be established 5 yards nearer the opponents' goal.

RULE IX.

POSITION OF PLAYERS AT SCRIMMAGE.

Seven players on scrimmage line. SECTION 1. When the ball is put in play by a scrimmage, at least seven players of the side holding the ball shall be on the line of scrimmage. (UMPIRE)

Player on scrimmage line, when. A player shall be considered to be on the line of scrimmage if he has both hands or both feet up to or within one foot of this line, or if he has one foot and the opposite hand up to or within one foot of it. He shall also stand with both feet outside the outside foot of the player next to him, unless he be one of the two men standing on either side of and next to the snapper-back (commonly known as guards), in which case he may lock legs with the snapper-back. (UMPIRE)

Back-field man on line of scrimmage. If a back-field man goes up on the line of scrimmage, he must conform to this rule regarding the position of his hands or feet; otherwise he must be at least one yard back of the line of scrimmage when the ball is put in play, except that the man who first receives the ball from the snapper-back, or the man occupying the usual position of the quarter-back, need not be one yard back of the line of

scrimmage. Such player must, however, be one yard back in order to be eligible to receive a forward pass.

PENALTY

(LINESMAN)

Loss of 5 yards.

(See illustrations Nos. 5, 6, 7 and 8, Pages 56, 57.)

(See Rule XVII., Sec. 7(a).)

**No player
ahead of
scrimmage
line.**

SECTION 2. In a scrimmage no part of any player shall be ahead of his line of scrimmage, except in the case of the snapper-back, who, when snapping the ball, may have his head and his hand or hands, used in snapping the ball, ahead of his line of scrimmage. The snapper-back may assume any position, so long as he is not off-side, in putting the ball in play.

Positions on the line of scrimmage are governed by the pictures in the back of the book.

PENALTY

(LINESMAN)

If any player (with the above privilege to snapper-back excepted) is ahead of his line—Loss of 5 yards.

(See illustration No. 4, Page 56.)

**No player
encroach on
neutral zone.**

SECTION 3. No player of either side may encroach upon the neutral zone until the ball is put in play.

PENALTY

(LINESMAN)

Loss of 5 yards.

**Center,
Guards and
Tackles.**

SECTION 4. No player of those ordinarily occupying the position of center, guard, or tackle—that is, the five middle players of the line—may drop back from the line of scrimmage on offense, before the ball is put in play, unless he is at least five yards back of the line of scrimmage at the moment when the ball is put in play, and a player who ordinarily plays behind the line takes his place on the line of scrimmage.

If a captain desires to shift the center, guard or tackle into the back-field, he may do so after notifying the Referee; but the player so shifted shall not again return to one of the middle line positions. Any one of these men may, however, be taken five yards back without consulting the Referee, and may later return again to his position.

If it be desired that a player, occupying the position of center, guard or tackle on offense, play back of the line on defense, this is allowable, and shall not prevent the player taking his place on the line of scrimmage from playing back of the line on offense thereafter. If a player has been withdrawn and returns to the game, he may be placed in any position, but shall then, of course, be governed by the provisions of this rule.

So far as the defense is concerned, the captain is not constrained in placing his men.

PENALTY

(REFEREE)

Loss of 5 yards.

One player
in motion.

SECTION 5. At the moment when the ball is put in play in a scrimmage, no player of the side which has the ball shall be in motion, except that one man of the side having the ball may be in motion either directly or obliquely towards his own goal line or line extended. If a player is moving from the line of scrimmage towards his own goal line, he must, at the instant the ball is put in play, be at least five yards back of the line of scrimmage. If a lineman is in motion, another player must take his place on the line of scrimmage, as seven men must be on this line when the ball is put in play. A player shall not be ruled to be in motion if he has both feet stationary on the ground.

NOTE.—In all shift plays, “both feet stationary on the ground” is interpreted to mean that a sufficient momentary pause occur as to admit of officials seeing that the play is legal, and that the ball was not snapped while the men were in motion. It is the intention of the rule that when a man shifts to a new position, he shall come to a full stop, so that all momentum is lost, and make a new start from a position of rest when the ball is put in play.

On kick-off and free kicks the players may be in motion in any direction, provided they are on-side when the ball is kicked.

PENALTY

(REFEREE, LINESMAN)

Loss of 5 yards from the spot where the ball was put in play.

RULE X.

TRY-FOR-POINT AFTER TOUCHDOWN.

A team which has made a touchdown may add one additional point to its score by putting the ball in play *by a scrimmage* from any point on or outside the five-yard line, and by successfully executing in a single play any one of the following:

(a) Kicking a goal, either by drop-kick or place-kick.

If the ball passes directly over one of the goal posts, or if, after being kicked, it strikes an opponent and then passes over the cross-bar or one of the goal posts, it shall count a goal. In no case shall it count a goal if the ball, after leaving the kicker's foot, touches the ground before passing over the cross-bar or goal posts.

(b) Carrying the ball across the opponents' goal line, either by rushing or as the result of a forward pass.

(c) Completing a forward pass in the opponents' end zone.

If a foul is committed by the side making the "try," or if such team makes an illegal or incompleated forward pass, it shall forfeit the opportunity to score the additional point.

If a foul is committed by the side on defense, the additional point shall be awarded to the team making the "try" without further play (whether or not the "try" was successful).

If fouls are signaled against both teams on this play, the "try" shall be played over. (See Rule XXIII, Section 8.)

Whether the "try" be successful or not, the ball shall then be put in play by a kick-off.

RULE XI.

POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH.

Kicker. SECTION 1. The ball shall be kicked by a punt, drop-kick or place-kick, either from the mark of the catch or from some point directly back of it.

Player with ball not to cross line. SECTION 2. After the Referee blows his whistle signifying that play may start, no player of the kicking side shall advance beyond a line passing through the mark of the catch and parallel to the goal line *with the ball in his possession.*

PENALTY

(REFEREE)

The ball must be kicked from some point at least 5 yards back of the original mark and a new restraining line for the opponents shall be established 5 yards nearer the original mark.

Ball not to touch ground. SECTION 3. After the Referee blows his whistle signifying that play may start, no player of the kicking side shall allow the ball to touch the ground in the field of play, without immediately thereafter putting it in play by kicking it.

PENALTY

(REFEREE)

Same as under Section 2.

Kicker's side. SECTION 4. The kicker's side shall be behind the ball when it is kicked.

PENALTY

(UMPIRE)

Same as under Section 2.

Opponents. SECTION 5. After the Referee blows his whistle signifying that play may start, the opponents shall be behind a line 10 yards in front of the line passing through the mark of the catch and parallel to the goal line until:

(a) The ball is kicked or the Referee signals with his hand that the ball has touched the ground; or,

(b) The ball touches the ground (either by accident or otherwise); or,

(c) A player of the kicking side advances beyond his restraining line with the ball in his possession.

PENALTY

(LINESMAN)

The ball may be kicked from a point 5 yards ahead of the original point and a new restraining line for the opponents shall be established 5 yards back of their original restraining line.

NOTE.—The penalty in this section is to be enforced although it results in placing the offending side behind its

own goal line. A second offense behind the goal line is to be penalized exactly as if it had occurred inside the field of play.

RULE XII.

NO PLAYER OUT OF BOUNDS.

Holder of ball. SECTION 1. No player may be out of bounds at the time when the ball is put in play except the kicker and the holder of the ball in a place-kick.

PENALTY

(UMPIRE)

Loss of 5 yards.

RULE XIII.

PUTTING THE BALL IN PLAY.

By scrimmage. SECTION 1. The ball shall be put in play by a scrimmage unless otherwise specifically provided.

PENALTY

(REFEREE)

Loss of 5 yards.

After fair catch. SECTION 2. After a fair catch the ball may be put in play by any player of the side making the fair catch, by either a punt, drop-kick, place-kick or scrimmage. The Referee shall ask the captain of the side making a fair catch as to his choice of method of putting the ball in play, and the latter shall be bound by his selection.

After a foul. SECTION 3. If a foul is declared the ball shall not be put in play again until the penalty therefor has either been enforced or declined.

Player first receiving ball from snapper-back. SECTION 4. Any player of the side which puts the ball in play (except the snapper-back or either of the men standing on the line of scrimmage on each side of him), who first receives the ball when it is put in play, may carry the ball.

PENALTY

(REFEREE)

For guard or center carrying the ball—Loss of 5 yards.

Feint to snap the ball. SECTION 5. If, after the snapper-back has taken his position, he voluntarily moves the ball as if to snap it, so as to draw the opponents off-side (whether he withholds it altogether or only

momentarily), it shall not be considered as in play, or the scrimmage as begun.

PENALTY

(REFEREE)

Loss of 5 yards.

**Feints by
players of side
in possession
of ball.**

SECTION 6. If a player of the side in possession of the ball makes a deliberate attempt, by a false start or otherwise, to draw the opponents off-side, the ball, if snapped, shall not be regarded as in play or the scrimmage as begun.

PENALTY

(REFEREE)

Loss of 5 yards.

NOTE.—Variations of starting signals or shift plays when used for the purpose of drawing opponents off-side should be penalized under this section. If he should be in doubt as to the intent the Referee may waive the penalty and direct that the ball be put in play at the same spot, the number of the down and point to be gained for first down remaining the same.

**Ball kicked
out of bounds
at kick-off.**

SECTION 7. At kick-off, if the ball goes out of bounds before it is touched by any player, or before it crosses the goal line, it shall be brought back and be kicked off again. If it is kicked out of bounds a second time, it shall go to the opponents, who shall put it in play by a scrimmage at their 40-yard line, equidistant from the side lines.

(Kicking the ball again in case it goes out of bounds at kick-off is not a penalty, and therefore may not be declined.)

NOTE.—If the kicker's side is off-side it does not nullify the second opportunity to kick-off, but of course the 5-yard penalty for off-side would be inflicted.

**After out of
bounds except
at kick-off.**

SECTION 8. If a kicked ball other than at kick-off, either before or after touching the ground, goes out of bounds before crossing the opponents' goal line, it shall belong to the opponents at the point where it goes out of bounds. But if it strikes any player who is entitled to get it and then goes out of bounds, it shall belong to the player who first obtains possession of it.

**Walking in
with ball after
out of bounds.**

SECTION 9. If the ball goes out of bounds, whether it bounds back or not, a player of the side which is entitled to its possession shall bring it to the spot where the ball crossed the side line, and shall walk out with it in company with the Referee at right angles to the side line 15 yards, unless he states his preference for a different distance (which may be any distance not less than 5 nor more than 15 yards from the side line), and at a point indicated by the Referee put it down for a scrimmage.

(REFEREE)

**Two steps
after fair catch.**

SECTION 10. If the player attempting to make a fair catch takes more than two steps after catching the ball, his side must put the ball in play by a *scrimmage*—at a point 5 yards back of the mark of the catch—to be counted first down with 10 yards to gain.

(UMPIRE)

**After a
touchback.**

SECTION 11. After a touchback, the side making the touchback shall put the ball in play by a scrimmage from first down anywhere on its own 20-yard line.

(REFEREE)

**After a
safety.**

SECTION 12. After a safety, the side making the safety shall put the ball in play by a scrimmage from first down anywhere on its own 30-yard line.

**Ball striking
an official.**

SECTION 13. If the ball strikes an official it is to be played precisely as though it had not touched him.

RULE XIV.

DELAY OF GAME.

**Time
taken out.**

SECTION 1. Time shall be taken out while the ball is being brought out for a kick-off or a try-for-point after touchdown; after a safety or a touchback; after a fair catch has been made; after an incomplete or illegal forward pass; during enforcement of all penalties; when the ball goes out of bounds; or when play is for any reason suspended by the Referee. Time shall begin again when the ball is actually put in play, and

no extension of "time out" shall be allowed by the Referee unless a captain requests the privilege allowed in Section 2.

(REFEREE, FIELD JUDGE)

**By request
of Captains.**

SECTION 2. Either captain may ask that time be called three times during each half (the first half consisting of the first and second periods, and the second half of the third and fourth periods), without penalty. If thereafter, however, time is taken out at the request of a captain, his side shall be penalized by a loss of two yards (unless a player for whose benefit time is then taken out be removed from the game)—the number of the down and the point to be gained remaining the same as they were before the request was made.

**By order of
Referee.**

The Referee, however, may suspend play at any time at his own discretion without penalty to either side.

**Length of
delay.**

SECTION 3. No delay arising from any cause whatsoever shall continue more than two minutes.

PENALTY

(REFEREE, FIELD JUDGE)

Unreasonable delay on the part of side not in possession of ball—Loss of 5 yards, the scrimmage following to be counted as first down.

Unreasonable delay on the part of side in possession of the ball—Loss of 5 yards, the down and the point to be gained for the first down remaining the same as they were at the beginning of the scrimmage during which the delay occurred.

Refusal of either side to play within two minutes after having been ordered to do so by the Referee—Forfeiture of the game.

RULE XV.

UNLAWFUL INTERFERENCE WITH PLAY.

**Interference
with snapper-
back or ball.**

SECTION 1. Before the ball is put in play the opponents must not interfere in any way with the snapper-back, nor touch him or the ball.

PENALTY

(REFEREE)

Loss of 5 yards.

**Interference
with opponents.**

SECTION 2. Before the ball is put in play no player shall lay his hands upon or interfere

with an opponent in such a way as to delay putting the ball in play.

PENALTY—Loss of 5 yards.

(UMPIRE)

Interference with opportunity for making fair catch.

SECTION 3. (a) When a player has an opportunity to make a fair catch, opponents who are off-side shall not in any way interfere with him or with the ball.

(b) Opponents who are on-side may attempt to catch the ball, but they shall not interfere with an opportunity to make a fair catch, except in an actual attempt to catch the ball themselves.

PENALTY

(UMPIRE)

Loss of 15 yards and offended side to have fair catch whether ball be caught or not.

(It must be borne in mind that a player running toward a "fly-ball" has the right of way and, if opponents are off-side, they must get out of his way or, otherwise, they may interfere with his opportunity to make a fair catch.)

Maker of fair catch not to be thrown.

SECTION 4. No player shall be thrown to the ground after he has made a fair catch.

PENALTY—Loss of 15 yards.

(UMPIRE)

Signal for fair catch protects only the player signaling.

SECTION 5. In case a signal for a fair catch is made by a player who has an opportunity for a fair catch, and another player of his side (whether or not he has signaled for a fair catch) catches the ball before it strikes the ground, no run shall be made, nor shall the fair catch be allowed: The ball shall be given to the catcher's side for a scrimmage at the point where the catch was made.

(UMPIRE)

Unlawful helping of runner.

SECTION 6. No player of the side in possession of the ball shall use his hands, arms or body, to push, pull or hold upon his feet the player carrying the ball, *nor shall there be any interlocked interference.*

Interlocked interference.

By interlocked interference is meant the grasping of one another by, or encircling the body to any degree with, the hands or

arms by the players of the side in possession of the ball. The player with the ball may place his hand on a team mate, but may not grasp him so as to be pulled by him. The side in possession of the ball may push their opponents with their bodies. A player may not lift a fallen runner to his feet in order to enable him to continue his run.

PENALTY

(REFEREE)

Loss of 15 yards.

**Batting
the ball.**

SECTION 7. A player may at any time bat the ball in any direction except toward his opponents' goal.

PENALTY

(UMPIRE, REFEREE)

Loss of ball to the offended side on the spot where the foul occurred.

NOTE.—Exceptions: In case of a ball in the air from a forward pass, any eligible player of either side may bat the ball in any direction to prevent an opponent from securing it.

RULE XVI.

OBSTRUCTION OF OPPONENTS BY USE OF HANDS AND ARMS AFTER THE BALL IS PUT IN PLAY.

SECTION 1. After the ball has been put in play:

**Use of hands
and arms by
side in pos-
session of ball.**

(a) The player carrying the ball may ward off opponents with his hands and arms, but no other player of the side in possession of the ball shall hold an opponent or use his hands or arms to obstruct an opponent, except that the arms, if close to the body, may be used. This prohibition includes:

- (1) Grasping an opponent with the hands or arms.
- (2) Placing the hands upon an opponent to push him away from a play.
- (3) Encircling in any degree any part of an opponent with the arm.
- (4) Using the arms in any way to lift an opponent in blocking.

PENALTY

(UMPIRE)

Loss of 15 yards.

Use of hands and arms by side not in possession of ball.

(b) Players of the side not in possession of the ball may use their hands and arms to get at the ball or the player carrying it, but they shall not tackle or in any other way hold their opponents except in an actual attempt to get at or tackle the player who is carrying the ball.

PENALTY

(UMPIRE)

Loss of 5 yards.

NOTE.—If a violation of this rule is committed when neither side is in possession of the ball, the ball shall go to the offended side as first down at the point of the foul.

Kicking.

SECTION 2. If the side in possession of the ball kicks:

Use of hands by side kicking the ball.

(a) Players of said side, who have crossed the line of scrimmage, may use their hands and arms to push opponents out of the way in order to get at the ball or the player carrying it.

Use of hands by defensive side in case of a kick.

(b) Players of the side which did not put the ball in play may use (1) their hands and arms to push opponents out of the way in order to get at the ball and (2) their bodies or their arms close to the body to obstruct opponents who are going down the field from getting at a player of their own side who is endeavoring to get at the ball.

(c) No player of either side, pushed by an opponent into a kicked ball lying loose, shall be deemed to have touched the ball unless his hand, or hands, actually touched the ball.

PENALTY

(UMPIRE)

For use of hands or arms in any other way than above specified:

**While ball is still not in possession of either side—
Loss of ball.**

Otherwise—

For holding, by side in possession of ball—Loss of 15 yards.

For holding, by side not in possession of ball—Loss of 5 yards.

**Forward
passing.**

SECTION 3. If the side in possession of the ball makes a forward pass:

**Use of
hands by
passing side.**

(a) No player of the said side, who has crossed the line of scrimmage, shall, after the pass has been made, in any manner interfere with an opponent until the ball has been touched, except in an actual attempt to catch or bat the ball himself.

PENALTY

(UMPIRE)

If such offense occurs before a fourth down has been declared (i. e., if it occurs during a play following either a first, second or third down) the offending side shall put the ball in play 15 yards back of the spot of the preceding down, and the play shall count as a down. The point to be gained shall remain the same.

If, however, such offense occurs after a fourth down has been declared (i. e., if it occurs during a play following a fourth down) the ball shall go to the opponents 15 yards back of the spot of the preceding down. If the offense occurs behind the goal line on any down the ball shall go to the defenders of the goal as a touchback.

**Use of hands
by defensive
side in case of
a forward pass.**

(b) No player of the side which did not put the ball in play shall, after the pass has been made, in any manner interfere with an eligible opponent who has crossed the line of scrimmage until the ball has been touched, except in an actual attempt to catch or bat the ball himself.

PENALTY

(UMPIRE)

Loss of ball to the offended side at the spot of the foul. In the case of two fouls on the same play the ball goes to the offended side at the spot nearest to the offending side's goal line. Illegal interference behind the goal line shall be penalized by giving the ball to the offended side on the 1-yard line, if the team defending that goal is the offender.

If a team makes a forward pass the ball is considered to be in its possession unless and until the pass has been declared incompletd or has been recovered by the opponents. Violations of this Section are to be judged solely under the provisions of Rule XVII.

RULE XVII.

PASSING OR THROWING THE BALL.

Backward pass. SECTION 1. Any player may, at any time, pass or throw the ball in any direction except toward his opponents' goal. A backward pass by the snapper-back on the first, second or third down, which goes out of bounds, shall belong (at the point where the ball crossed the side line) to the side first recovering it; it shall count as a down if recovered by the passer's side; on the fourth down, the ball shall go to the opponents at the point where it went out of bounds.

Forward pass by side not putting ball in play. SECTION 2. The ball may not be passed or thrown toward the opponents' goal by a player of the side which did not put the ball in play from a scrimmage.

PENALTY

(REFEREE)

If such illegal forward pass is made, the offending side shall put the ball in play by a scrimmage at a point 15 yards directly back of the spot from which the pass was made. The ensuing down shall be the first down, with 10 yards to gain.

SECTION 3. A player of the side which put the ball in play from a scrimmage may pass or throw the ball any distance toward the opponents' goal under the following restrictions:

Forward pass must be from 5 yards back.

(a) The pass must be made from a point at least 5 yards back of the scrimmage line.

PENALTY

(REFEREE)

If such offense occurs before a fourth down has been declared (i.e., if it occurs during a play following either a first, second or third down) the offending side shall put the ball in play at the spot of the preceding down and the play shall count as a down. The point to be gained shall remain the same.

If, however, such offense occurs after a fourth down has been declared (i.e., if it occurs during a play following a fourth down), the ball shall go to the opponents at the spot of the preceding down.

Second
forward pass
illegal.

(b) Only one forward pass may be made in each scrimmage.

PENALTY

(REFEREE)

The same as stated under Section 3 (a).

Forward
pass striking
ground.

SECTION 4. If the ball, after having been legally passed forward, strikes the ground within the field of play, either before or after having been touched by an eligible player of either side, the pass shall not be considered as completed.

PENALTY

(UMPIRE, REFEREE)

For such incompleted pass the same as under Section 3 (a).

Forward pass
crossing end
line, striking
goal or in
end zone.

SECTION 5. If the ball, after having been legally passed forward from the field of play, strikes the goal posts or cross-bar, before or after it has been touched by any eligible player and before it has touched the ground, or if it strikes the ground inside the end zone or any obstruction or spectator in the end zone, or if it crosses the end line or side line extended before touching the ground, it becomes dead and shall count as a touchback to the defenders of the goal.

Position of
feet of player
receiving
forward pass
in end zone.

SECTION 6. If the ball, after having been legally passed forward, goes into the end zone, the position of the feet of any legal player receiving the ball and not the position of the ball itself, shall determine whether it is a properly completed forward pass within the end zone (*i.e.*, if the player so catching it has at the time a foot or part of a foot on or outside the side line or the end line, it is a touchback).

Players who
may receive
forward pass.

SECTION 7. (a) After the ball has been legally passed forward, it may first be touched only by such players of the passer's side as were at the time the ball was put in play at least 1 yard behind the line of scrimmage or were playing at either end of the said line.

NOTE.—It follows that a player who is more than one foot back of the scrimmage line and not one yard back of the scrimmage line is not eligible in any event to receive a

forward pass. He can not receive it as being the player on the end of the scrimmage line, for he is not on the scrimmage line under Rule IX., Section 1. He cannot receive it as a player back of the scrimmage line, because he is not at least one yard back.

If a player of the passer's side so legally touches the ball, he only of his side may recover or attempt to secure possession of the ball until it touches the ground or is touched by an opponent.

If a forward pass, after having been touched by an eligible player of the passer's side, is touched by another player of that side who was originally "eligible" (before the ball has been touched by an opponent), the pass shall not be considered as completed.

PENALTY

For such incompleted forward pass same as Section 3 (a).

Forward pass touched by ineligible player. If a forward pass is touched by any player of the passer's side who is ineligible to receive it, the pass shall not be considered as completed.

PENALTY

(UMPIRE)

If any ineligible player of the passer's side touches the ball, it shall go to the opponents at the spot of the preceding down, unless the foul occurred between the opponents' 10-yard line and their end line, in which case the ball may go as a touchback to the offended side.

(b) Any player of the side which did not make the forward pass has full right to touch and to attempt to secure possession of the ball until it has touched the ground.

(c) When the ball has been legally passed forward and has been touched by any player of the side not making the pass, any player of either side has the right to attempt to secure possession of the ball until it has touched the ground.

(d) If a forward pass is caught simultaneously by an eligible player of the passer's side and by an opponent, it shall belong to the side which put the ball in play.

**Forward pass
out of bounds.**

SECTION 8. If the ball, after having been legally passed forward, goes out of bounds before it touches the ground, unless it be touched by an ineligible player, the pass shall not be considered as completed.

PENALTY

(UMPIRE, LINESMAN)

For such incompleted forward pass same as Section 3 (a).

**Evasion by
throwing ball
to ground.**

SECTION 9. No player shall intentionally throw the ball to the ground anywhere in front of him in order to make an incompleted forward pass.

PENALTY

(REFEREE)

If such offense occurs before a fourth down has been declared (i.e., if it occurs during a play following either a first, second or third down), the offending side shall put the ball in play at a spot 10 yards back of the preceding down and the play shall count as a down. The point to be gained shall remain the same. If, however, such offense occurs after a fourth down has been declared (i.e., if it occurs during a play following a fourth down), the ball shall go to the opponents at a spot 10 yards back of the preceding down.

RULE XVIII.

OFF-SIDE AND ON-SIDE.

Off-side.

SECTION 1. A player is put off-side if the ball in play has last been touched by one of his own side behind him. No player, however, may be called off-side while behind his own goal line, nor when holding the ball for a place-kick after a fair catch.

**When off-side
player may
touch ball.**

SECTION 2. A player may at all times receive the ball from another of his own side who is in front of him, and any player may recover the ball on a fumble or a muff, but *in no other instance shall a player when off-side touch the ball.* [Apparent violations of the off-side rule by players attempting either legally or illegally to receive a forward pass are to be judged solely under the provisions of Rule XVII.]

PENALTY

(UMPIRE)

When an off-side player within his opponents' 10-yard

line is touched by a ball kicked by one of his own side—
Touchback for defenders of goal.

In all other cases—Ball to go to the opponents at a point 5 yards in advance of the spot where the foul occurred.

When ball
touches
opponent.

SECTION 3. A player who is off-side is put on-side when the ball touches an opponent.

Kicker though
on-side may not
recover ball.

SECTION 4. The player who, standing back of his own line of scrimmage, receives the ball from one of his own side and then kicks it beyond the line of scrimmage may not himself touch the ball until after it has touched a man entitled to get it.

PENALTY

(UMPIRE, REFEREE)

Loss of ball to opponents at spot where foul occurred.

RULE XIX.

NECESSARY GAIN ON DOWNS.

10 yards in
4 downs.

SECTION 1. If in four consecutive downs a team, having constantly had the ball in its possession, shall not have advanced the ball 10 yards, it shall go to the opponents on the spot of the fifth down, except as provided in Section 2.

Continuity of
downs broken.

SECTION 2. The ball shall not be considered as having been "constantly in possession":

(a) When the ball, after having passed into the actual possession and control of the other side, is recovered before it is declared dead by the Referee;

(b) When the ball has been kicked and the opponents given a fair and equal chance of gaining possession of it. (A kick shall be regarded as having given the opponents such chance if the ball shall have crossed the line of scrimmage, or if it shall have been touched by an opponent.)

NOTE.—If an on-side kick made on the fourth down crosses the scrimmage line and is recovered by the offensive side, a first down shall be given.

**Position
of ball in
measuring.**

SECTION 3. The forward point of the ball in its position when declared dead shall be taken as the determining point in measuring. The

Referee shall not rotate the ball before measuring its forward point.
(REFEREE)

RULE XX.

NECESSARY DISTANCE ON KICK.

**10 yards
on kick.**

SECTION 1. In the case of a kick-off, or kick from a fair catch, the ball must be kicked a distance of at least 10 yards toward the opponents' goal line, from the line restraining the player making the kick, unless it is touched by an opponent; otherwise the ball is not in play. A kick-off or free kick which has not gone 10 yards is to be considered a loose ball.

**Loose ball
may not
be kicked.**

SECTION 2. A loose ball, in possession of neither side, may not be kicked or kicked at.

PENALTY

(UMPIRE, REFEREE)

Loss of ball to opponents at the spot where the foul occurred.

RULE XXI.

CONDUCT OF PLAYERS.

**Striking,
kneeing,
kicking.**

SECTION 1. There shall be no striking with the fist or elbows, kneeling, kicking, meeting with the knee, striking with the locked hands; nor shall a player on defense strike an opponent in the face with the heel of the hand.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

For violation of any part of Section 1—Disqualification and loss by offending team of one-half the distance to its own goal line.

(See illustrations Nos. 28 and 29, Page 59.)

**Running into
or roughing
the kicker.**

SECTION 2. There shall be no running into or roughing the player who has kicked the ball, as described in Rule XVIII., Section 4.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

For running into the kicker—Loss of 5 yards.

For roughing kicker—Loss of 15 yards and disqualification.

Both these penalties shall be measured from the spot where the ball was put in play. If the offense is committed behind the goal line, a touchback shall be allowed in place of the distance penalty.

Piling up. SECTION 3. There shall be no piling up on a player after the Referee has declared the ball dead.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards.

Hurdling. SECTION 4. There shall be no hurdling.

PENALTY

(REFEREE)

Loss of 15 yards.

Unnecessary roughness. SECTION 5. There shall be no unnecessary roughness. This shall include :

Tripping, tackling out of bounds. (a) Tripping, striking an opponent anywhere above the knee with the foot or any part of the leg below the knee, tackling the runner when clearly out of bounds, throwing to the ground the player with the ball after it has been declared dead, or any other act of unnecessary roughness.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards from spot of the foul.

Running into or "roughing" a player. (b) Running or diving into or throwing oneself against a player obviously out of the play, before or after the ball has been declared dead, or roughing the player who has made a forward pass.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards from spot where the ball was put in play.

Clipping. (c) Throwing the body from behind across the leg or legs (below the knees) of a player not carrying the ball. This, however, does not apply to close line play.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards from spot where the ball was put in play.

NOTE —It is entirely within the province of officials to designate and penalize as unnecessary roughness, acts other than those specified above.

Crawling. SECTION 6. There shall be no crawling by the man in possession of the ball.

PENALTY—Loss of 5 yards.

(REFEREE, UMPIRE)

Unsportsmanlike conduct.

SECTION 7. There shall be no unsportsmanlike conduct on the part of the players.

Abusive language.

This shall include the use of abusive or insulting language to opponents or officials.

Concealing the ball beneath the clothing, or substituting any article for the ball, or "hiding" on the side lines, shall be deemed unsportsmanlike conduct.

The calling by a player on defense of words or signals for the obvious purpose of disconcerting the offense may be deemed unsportsmanlike conduct.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards; for flagrant conduct, loss of 15 yards and disqualification.

Flying tackle. **SECTION 8. (a)** A player when tackling an opponent must have at least one foot on the ground.

Tackling below the knees.

(b) There shall be no tackling below the knees, except by the men on the line of scrimmage on the defense, and of these, the two men occupying the positions on the ends of the line of scrimmage may not tackle below the knees.

PENALTY

(REFEREE, UMPIRE, LINESMAN)

Loss of 5 yards from spot where foul occurred.

(See illustration No. 30, Page 59.)

Playing for penalties to delay game.

SECTION 9. If a team on defense commits fouls so near its own goal that these fouls are punishable only by the halving of the distance to the line (the object being, in the opinion of the Referee, to delay the game), it shall be regarded as a refusal to allow the game to proceed. The Referee shall in such case warn the offending side once, and, if the offense is repeated, he shall declare the game forfeited to the opponents.

Unfair play.

SECTION 10. In case the play is interfered with by some act palpably unfair and not elsewhere provided for in these rules, either the Referee or the Umpire shall have the power to award 5 yards to the offended side, the number of the down and the point to be gained being determined as provided in Rule XXIII.

RULE XXII.

CONDUCT OF PERSONS OTHER THAN PLAYERS.

Side line coaching. SECTION 1. There shall be no coaching, either by substitutes or by any other person not participating in the game.

PENALTY (REFEREE, UMPIRE, LINESMAN)

Loss of 15 yards by the side for whose supposed benefit the offense was committed, the point to be gained and number of down to remain unchanged.

If the ball was dead when the offense occurred, the penalty shall be enforced from that spot.

If the ball was in play when the offense occurred, the penalty shall be enforced from the spot where the ball was put in play.

The offender shall be excluded from the neighborhood of the field of play for the remainder of the game.

Persons allowed on field of play. SECTION 2. No person other than the players, the officials, the representatives mentioned in Section 3, or an incoming substitute, shall at any time come upon the field of play without permission of the Referee or the Umpire.

PENALTY (REFEREE, UMPIRE)

Loss of 15 yards by the side whose man committed the offense, the point to be gained and the number of the down to remain unchanged.

The spot from which the penalty shall be enforced will be determined as under penalty for breach of Section 1.

Attendance on injured player. SECTION 3. In case of accident to a player, one representative of the player's team may, if he has first obtained the consent, in each instance, of the Referee or the Umpire, come upon the field of play to attend to the injured player. This representative need not always be the same person.

PENALTY—Same as Section 2. (REFEREE, UMPIRE)

No person allowed to walk up and down on side lines. SECTION 4. All who are admitted within the enclosure must be seated throughout the game. No person shall be allowed to walk up and down on either side of the field.

PENALTY—Same as Section 2. (REFEREE, UMPIRE)

RULE XXIII.

ENFORCEMENT OF PENALTIES.

(GOVERNING ALL CASES NOT OTHERWISE SPECIFICALLY PROVIDED FOR.)

Spot from
which
enforced.

SECTION 1. Penalties for fouls committed *by players* shall be enforced from the spot where the foul was committed, even though it be behind the goal line, unless otherwise specified. The penalty for illegal starting shall be enforced from the point where the ball was put in play. The penalty for a foul committed against a man with the ball while out of bounds shall be enforced from the point where he crossed the side line.

Penalties for fouls committed *by persons other than players* shall be enforced as specifically provided under Rule XXII.

Ball after dis-
tance penalty
not in advance
of point neces-
sary for first
down in pre-
vious play.

SECTION 2. If a foul is committed by the *side which put the ball in play*, and the distance penalty does *not leave the ball in advance* of the point necessary for first down when the ball was last put in play, the down and point to be gained for first down shall remain the same as they were at the beginning of the scrimmage during which the foul occurred.

Ball after dis-
tance penalty
in advance of
point necessary
for first down
in previous
play.

SECTION 3. If a foul is committed by the *side which put the ball in play*, after a gain of such a length that the distance penalty leaves *the ball in advance* of the point necessary for first down when the ball was last put in play, the ensuing down shall be counted first down with 10 yards to gain.

First down
when offend-
ing side not
in possession
of ball.

SECTION 4. If a foul is committed by the *side which did not put the ball in play*, the scrimmage after a distance penalty shall be counted as first down with 10 yards to gain.

First down
when neither
side in posses-
sion of ball.

SECTION 5. If a foul is committed by a player when *neither side is in possession* of the ball, the ball shall go to the offended side as first down at the point of the foul.

**Distance
penalty carry-
ing ball inside
1-yard line or
across goal
line.**

SECTION 6. If a foul is committed outside the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, or inside the 1-yard line, the ball shall be down on the 1-yard line.

**Foul within
1-yard line.**

SECTION 7. If a foul is committed within the 1-yard line, and the distance penalty, if enforced, would carry the ball across the goal line, one-half the remaining distance to the goal line shall be given. The enforcement of this penalty cannot result in a score. No matter how small may be the remaining distance, the ball is considered to be in the field of play.

**Both sides
penalized on
same play.**

SECTION 8. In case one official signals a foul against one side and another official signals a foul against the other side, on the same play, the ball shall be brought back to the point where it was put in play and be played over again, the number of the down and the point to be gained for first down remaining the same.

**Disqualifica-
tion always
enforced.**

In case of disqualification by an official, the disqualification may not be declined by the offended side, nor may the distance penalty accompanying it be offset by a foul by the other side, unless such foul is also punishable by disqualification.

**More than
one official
penalizing
same side on
same play.**

SECTION 9. In case officials signal different fouls against the same side during the same play, only one penalty shall be inflicted, but the offended side shall have the right to elect which of the fouls shall be penalized.

**Refusal of
penalties.**

SECTION 10. Penalties for all fouls may be declined by the offended side, in which case the play shall proceed exactly as if no foul had been committed. A penalty which includes disqualification may be declined, but the disqualified player must leave the game. An incompleted or illegal forward pass is not a foul and the penalties provided therefor may not be declined, except that if a team commits a foul during the same play in which it commits an infraction of the

forward pass rule, the offended team may elect which of the penalties shall be inflicted.

In case of off-side or holding in the line by a team on defense during the same play in which an incomplete forward pass occurs, the penalty for the foul shall be inflicted from the spot where the ball was put in play, and the incompleting forward pass shall be disregarded.

SECTION 11. If a foul is committed following a touch-down, touchback or safety and before the occurrence of another play, the penalty shall be inflicted from the spot of the succeeding kick-off or play.

RULE XXIV.

OFFICIALS.

The officials of the game shall be a Referee, an Umpire, a Linesman and a Field Judge.

It is the opinion of the Rules Committee that it is contrary to the best interests of the game for teams to dispense with the services of any one of the officials provided for under the rules.

NOTE.—It is desirable to have a horn and a stop-watch for the Field Judge, a whistle for the Referee and a horn of some kind for the Umpire and the Linesman, in order to distinguish their calls from that of the Referee.

RULE XXV.

DUTIES OF THE REFEREE.

SECTION 1. The Referee shall have general oversight and control of the game. He shall select two assistants for the Linesman. He shall be sole authority for the score and sole judge of forfeiture of the game under the rules. (The Referee should usually take his position behind the side having possession of the ball.)

SECTION 2. The decision of the Referee upon all matters not specifically designated under the duties of other officials shall be final.

SECTION 3. In making his decisions the Referee must recognize and allow precedence to any penalty declared by the Umpire.

SECTION 4. The Referee may appeal to any of the other officials for testimony upon points within his jurisdiction.

SECTION 5. He must report to the Umpire any infringement of certain indicated sections of Rule XVI., Rule XXI., and Rule XXII., as well as all cases of holding or unlawful use of hands or arms which come under his observation. In the event of the ball being kicked into a player of the kicker's side, he shall report the fact to the Umpire.

SECTION 6. It is the special province of the Referee to see that the ball is properly put in play, and, except as otherwise provided, he shall be sole judge of its position and progress.

SECTION 7. At every kick-off and in every case when time has been taken out, the Referee shall, before ordering play to begin,

- (a) ascertain from each captain that his team is ready, and,
- (b) make sure that the other officials are ready.

SECTION 8. The Referee shall be responsible for the enforcement of the following rules :

BRIEF OF RULES.

WHERE REFEREE HAS JURISDICTION.

RULE I.—FIELD.

SECTION 1—Dimensions.

SECTION 2—Marking.

SECTION 3—Goal.

RULE II.—BALL.

RULE III.—PLAYERS AND SUBSTITUTES.

SECTION 1—Number of Players.

SECTION 2—Substitutes.

RULE IV.—LENGTH OF GAME.

SECTION 1—Length of periods.

SECTION 2—Darkness.

SECTION 3—Intermission.

SECTION 4—Time extended.

RULE V.—SCORING.

RULE VI.—DEFINITIONS.

- SECTION 1—Methods of kicking the ball.
- SECTION 2—Snapping the ball.
- SECTION 3—Scrimmage.
- SECTION 5—Fair catch.
- SECTION 6—Try-for-Point after Touchdown.
- SECTION 7—Goal from the Field.
- SECTION 9—Out of bounds.
- SECTION 10—Tripping.
- SECTION 11—Hurdling.
- SECTION 12—A down occurs.
- SECTION 13—The ball is dead.
- SECTION 14—Touchdown.
- SECTION 15—Touchback.
- SECTION 16—Safety.
- SECTION 17—Crawling.

RULE VII.—KICK-OFF.

- SECTION 1—Team entitled to kick-off.
- SECTION 2—Ball crossing goal line.

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

- SECTION 1—Point of kick-off.

RULE IX.—POSITION OF PLAYERS AT SCRIMMAGE.

- SECTION 4—Five center men to be on line.
- SECTION 5—One player in motion.

RULE X.—TRY-FOR-POINT AFTER TOUCHDOWN.

RULE XI.—POSITION OF PLAYERS ON FREE KICK AFTER
FAIR CATCH.

- SECTION 1—Kicker.
- SECTION 2—No player in possession of the ball to
cross restraining line.
- SECTION 3—Ball not to touch ground.

RULE XIII.—PUTTING THE BALL IN PLAY.

SECTION 1—By scrimmage.

SECTION 2—After fair catch.

SECTION 3—After a foul.

SECTION 4—Guard or center running with ball.

SECTION 5—Feint to snap the ball.

SECTION 6—Feints by players of side on offense.

SECTION 7—Out of bounds on kick-off.

SECTION 8—Out of bounds on kick from scrimmage.

SECTION 9—Walking in with ball after out of bounds.

SECTION 11—After a touchback.

SECTION 12—After a safety.

RULE XIV.—DELAY OF GAME.

SECTION 1—Time taken out, when.

SECTION 2—Time taken out by request of captains.

Time taken out by order of Referee.

SECTION 3—No delay more than two minutes.

RULE XV.—UNLAWFUL INTERFERENCE WITH PLAY.

SECTION 1—Interference with snapper-back or ball.

SECTION 6—Pushing, pulling, interlocked interference.

SECTION 7—Batting the ball.

RULE XVI.—OBSTRUCTION OF OPPONENTS AFTER BALL IS IN PLAY.

(The Referee shall report to the Umpire any infractions of this rule which come under his observation.)

RULE XVII.—PASSING OR THROWING THE BALL.

SECTION 1—Backward pass.

SECTION 2—Forward pass by side not putting the ball in play.

SECTION 3—Illegal forward passes.

SECTION 4—Forward pass striking ground.

SECTION 5—Forward pass crossing end line, etc.

SECTION 9—Throwing ball to ground.

RULE XVIII.—OFF-SIDE AND ON-SIDE.

SECTION 4—Kicker may not recover ball, etc.

RULE XIX.—NECESSARY GAIN ON DOWNS.

SECTION 1—10 yards in four downs.

SECTION 2—Continuity of downs broken.

SECTION 3—Position of ball in measuring.

RULE XX.—NECESSARY DISTANCE ON KICK.

SECTION 1—On kick-off, etc.

SECTION 2—Loose ball.

RULE XXI.—CONDUCT OF PLAYERS.

SECTION 4—Hurdling.

SECTION 6—Crawling.

SECTION 9—Play for penalties to delay game.

SECTION 10—Unfair play.

The Referee shall report to the Umpire infractions of the following :

SECTION 1—Striking, kneeing, kicking, etc.

SECTION 2—Roughing or running into the kicker.

SECTION 3—Piling up.

SECTION 5—Tripping, tackling out of bounds, running into opponents, clipping, etc.

SECTION 7—Unsportsmanlike conduct.

SECTION 8—Illegal tackling.

The Referee shall have concurrent jurisdiction with the Umpire over :

SECTION 10—Unfair play.

RULE XXII.—CONDUCT OF PERSONS OTHER THAN PLAYERS.

SECTION 3—Attendance on an injured player.

The Referee shall report to the Umpire infractions of the following :

SECTION 1—Coaching from the side lines.

SECTION 2—Persons allowed on field of play.

SECTION 4—Persons admitted to enclosure.

RULE XXIII.—ENFORCEMENT OF PENALTIES.

RULE XXVI.

DUTIES OF THE UMPIRE.

SECTION 1. The Umpire shall be judge of the conduct and position of the players, and his decision shall be final regarding such fouls as are not specifically placed within the jurisdiction of the Referee or the Linesman. (The Umpire should take his position behind the defending side.)

SECTION 2. The Umpire shall assist the Referee in decisions involving possession of the ball and interference in connection with the catching, securing, or possession of the ball when it has been kicked or passed down the field.

SECTION 3. The Umpire shall signal all fouls with a horn, but the play shall continue until the ball is declared dead by the Referee.

SECTION 4. When the Umpire has signaled a foul (or when another official has reported a foul to him), he shall notify the Referee, who shall enforce the penalty unless it is declined by the offended side.

SECTION 5. The Umpire may appeal to any of the other officials for testimony in cases of fouls seen by them.

NOTE.—*Captains and players may not, however, appeal to any of the other officials for their testimony on points involving disqualification.*

SECTION 6. The Umpire shall be responsible for the enforcement of the following rules :

BRIEF OF RULES.

WHERE UMPIRE HAS JURISDICTION.

RULE III.—PLAYERS AND SUBSTITUTES.

SECTION 2—Substitutes.

SECTION 3—Equipment of players, etc.

RULE IV.—LENGTH OF GAME.

SECTION 3 (a)—During intermission.

RULE VI.—DEFINITIONS.

SECTION 3—The line of scrimmage.

SECTION 4—Off-side.

SECTION 5—Fair catch.

SECTION 8—Foul.

SECTION 9—Out of bounds (on side opposite Linesman).

SECTION 10—Tripping.

SECTION 13 (*b* and *c*)—Ball kicked or passed out of bounds (on side opposite Linesman).

SECTION 15—Touchback when forward pass crosses

SECTION 17—Crawling. [end line, etc.]

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

SECTION 2—Kicker's side to be behind the ball.

RULE IX.—POSITION OF PLAYERS AT SCRIMMAGE.

SECTION 1—Seven players on line, etc.

RULE X.—TRY-FOR-POINT AFTER TOUCHDOWN.

RULE XI.—POSITION OF PLAYERS ON FREE KICK AFTER FAIR CATCH.

SECTION 4—Kicker's side behind the ball.

RULE XII.—NO PLAYER OUT OF BOUNDS.

RULE XIII.—PUTTING THE BALL IN PLAY.

SECTION 10—If player attempting to make a fair catch takes more than two steps.

RULE XV.—UNLAWFUL INTERFERENCE WITH PLAY.

SECTION 2—Interference with opponents.

SECTION 3—Interference with opportunity to make a fair catch.

SECTION 4—Maker of fair catch not to be thrown.

SECTION 5—Signal for fair catch protects only the

SECTION 7—Batting the ball. [player signaling.]

RULE XVI.—OBSTRUCTION OF OPPONENTS.

SECTION 1—After the ball has been put in play.

SECTION 2—If side in possession of ball kicks.

SECTION 3—If side in possession of ball makes forward pass.

RULE XVII.—PASSING OR THROWING THE BALL.

SECTION 4—Forward pass striking ground.

SECTION 5—Forward pass crossing end line, etc.

SECTION 7—Players who may receive forward pass.

SECTION 8—Forward pass out of bounds (on side opposite Linesman).

RULE XVIII.—OFF-SIDE AND ON-SIDE.

SECTION 1—Players off-side.

SECTION 2—Off-side player may touch ball when, etc.

SECTION 3—Off-side player is put on-side when, etc.

SECTION 4—Kicker may not recover ball.

RULE XX.—NECESSARY DISTANCE ON KICK.

SECTION 2—Loose ball.

RULE XXI.—CONDUCT OF PLAYERS.

SECTION 1—Striking, kneeing, kicking, etc.

SECTION 2—Roughing or running into the kicker.

SECTION 3—Piling up.

SECTION 5—Tripping, tackling out of bounds, running

SECTION 6—Crawling. [into opponents, clipping, etc.]

SECTION 7—Unsportsmanlike conduct.

SECTION 8—Tackling.

SECTION 10—Unfair play, not elsewhere provided for.

RULE XXII.—CONDUCT OF PERSONS OTHER THAN PLAYERS.

SECTION 1—Side line coaching.

SECTION 2—Persons allowed on field of play.

SECTION 3—Attendance on injured players.

SECTION 4—Persons admitted to enclosure.

RULE XXIII.—ENFORCEMENT OF PENALTIES.

RULE XXVII.

DUTIES OF THE LINESMAN.

SECTION 1. The Linesman, under supervision of the Referee, shall mark the distances gained or lost in the progress of the play. He shall remain on or near one of the side lines throughout the game, and be provided with two assistants, to be selected by the Referee, the assistants

to remain outside of the field of play. These assistants, in the measuring of distances, shall use two rods about 6 feet in length and connected at their lower ends by a stout cord or chain 10 yards in length. The Linesman shall mark the position of the ball on each down by using a short iron rod.

During the second half (unless otherwise ordered by the Referee) the Linesman and his assistants shall take positions on the side of the field opposite to that occupied by them during the first half.

SECTION 2. The Linesman shall mark the point where the ball goes out of bounds on the side of the field occupied by him.

SECTION 3. The Linesman shall have jurisdiction over, and shall report to the Referee, who shall enforce the penalty, any off-side play in the line, any tripping of ends after a kick, and encroachment upon the neutral zone.

SECTION 4. The Linesman's jurisdiction under the following rules is exclusively as assistant to the Referee and Umpire, respectively, to whom he shall report.

BRIEF OF RULES.

WHERE LINESMAN HAS JURISDICTION IN ASSISTING REFEREE AND UMPIRE.

RULE VI.—DEFINITIONS.

SECTION 3—The line of scrimmage.

SECTION 9—Out of bounds.

SECTION 13 (*b* and *c*)—Ball out of bounds on side of field occupied by him.

RULE VIII.—POSITION OF PLAYERS AT KICK-OFF.

SECTION 3—Opponents behind restraining line.

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SECTION 2—Roughing or running into the kicker.

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SECTION 5—Tripping, tackling out of bounds, running into opponents, clipping, etc.

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SECTION 1—Side line coaching.

RULE XXIII.—ENFORCEMENT OF PENALTIES.

RULE XXVIII.

DUTIES OF THE FIELD JUDGE.

SECTION 1. The Field Judge shall act as an assistant to the other officials under the direction of the Referee.

SECTION 2. He shall keep the time and shall use a stop-watch for this purpose. He shall start the watch, not when the Referee orders play to begin, but when the ball is actually put in play.

He shall notify the captains of the time remaining for play not more than ten nor less than five minutes before the end of each half; and he may, upon inquiry, give the approximate remaining time to a captain at any time during the game, provided he does not comply with such a request more than three times during the last five minutes of either half.

SUMMARY OF PENALTIES**Loss of Two Yards**

	RULE.	SEC.
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Loss of Five Yards

Failure of substitute to report.....	3	2
Violation of off-side rule, illegal positions, etc.—		
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At scrimmage	9	
At free kick	11	
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Putting ball in play other than as provided.....	13	1
Guard or center carrying ball.....	13	4
Feint to snap ball.....	13	5
Attempts to draw opponents off-side.....	13	6
Player attempting fair catch taking more than two steps after catch.....	13	10
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Crawling	21	6
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Loss of Ten Yards

Throwing forward pass to ground prior to fourth down...	17	9
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Loss of Fifteen Yards

Substitute communicating with player before ball is put in play.....	3	2
Player leaving field during one-minute intermissions.....	4	3(a)
Interference with fair catch, etc.....	15	3
Throwing player who has made fair catch.....	15	4
Pushing, pulling, interlocked interference, etc.....	15	6
Holding, etc., by side in possession of the ball.....	16	1(a)-2(a)
Interference by side making forward pass.....	16	3(a)
Forward pass by side not putting ball in play.....	17	2
"Roughing" the kicker (see Disqualification)	21	2
Piling up.....	21	3
Hurdling	21	4

Loss of Fifteen Yards—(Continued)

	RULE.	SEC.
Tripping, tackling out of bounds, running into opponents, clipping, etc.....	21	5
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Persons admitted to enclosure.....	22	4

Loss of Twenty-five Yards

Team not ready to play at start of second half.....	4	3(b)
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Loss of Half Distance to Goal Line

Illegal return to game.....	3	2
Player disqualified for striking, kneeling, kicking, etc.....	21	1
Foul within 1-yard line, etc.....	23	7

Loss of a "Down"

Interference by side making forward pass—prior to fourth down	16	3(a)
Recovery of backward pass out of bounds—prior to fourth down	17	1
Illegal or incomplete forward pass—prior to fourth down..	17	3(a)
One forward pass in each scrimmage.....	17	3(b)
Forward pass striking ground—prior to fourth down.....	17	4
Forward pass touched by two eligible players of passing side—prior to fourth down.....	17	7(a)
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Loss of Ball

Ball kicked out of bounds, unless touched, etc.....	13	7-8
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Forfeiture of Game

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Refusal to play within two minutes after order by Referee	14	3
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Forfeiture of Option

Team not ready to play at start of second half.....	4	3(b)
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Approved Ground Rules

The following ground rules shall apply unless they be altered by mutual agreement of representatives of the two teams before the game:

- 1a. A kick-off or free kick or any kicked ball not scoring a goal, which crosses the goal line and goes into the stand or among the spectators, shall count as a touchback.
- b. A blocked kick which after being blocked crosses the kicker's goal line and goes into the stand or among the spectators shall count as a safety.
- c. A ball passed backward across the goal line which goes into the stand or among the spectators shall count as a safety.
- 2a. A blocked kick which goes over the side line fence or among the substitutes shall belong to the side blocking the kick at the point where the ball crossed the side line.
- b. A fumbled ball which goes over the side line fence or among the substitutes shall belong to the side whose player last touched it in the field of play, at the point where the ball crossed the side line. Note—This rule does not apply to forward passes.
- c. If such fumbled ball shall have been last touched in the field of play simultaneously by opposing players, it shall belong to the side which did not put it in play; or, provided the fumble ensued from a kick, to the side which did not kick the ball.



No. 1.

LEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is *flat* upon the ground with its *long axis* at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 12.)



No. 2.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither *flat* upon the ground, nor is its *long axis* at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 12.)



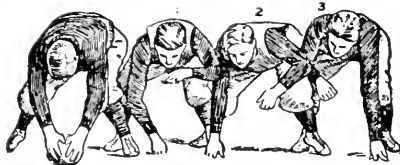
No. 3.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither *flat* upon the ground, nor is its *long axis* at right angles to the line of scrimmage. (See Rule VI., Sec. 3, Page 12.)



No. 4.

ILLUSTRATION SHOWING THE TWO LINES OF SCRIMMAGE, ONE FOR EACH SIDE—Also showing the snapper-back with his head and hands legally off-side. (See Rule VI., Sec. 3, Page 12, and Rule IX., Sec. 2, Page 20.)



No. 5.

LEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Player No. 1, since he is *one of the two players standing on either side of and next to the snapper-back*, has legally locked legs with the snapper-back. (See Rule IX., Sec. 1, Page 19.)

ILLEGAL POSITION OF PLAYERS SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Players numbered 2 and 3 are not standing with *both feet outside the outside foot of the player next to them*; that is, they are illegally "locking legs." (See Rule IX., Sec. 1, Page 19.)



No. 6.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player facing the reader has neither *both hands* nor *both feet* up to or within one foot of the line of scrimmage, nor has he *one foot and the opposite hand* up to or within one foot of it. Furthermore, he has taken a position, facing away from the center, that will enable him the more rapidly to get into the interference. (See Rule IX., Sec. 1, Page 19.)



No. 7.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player standing back to the reader has neither *both hands* nor *both feet* up to or within one foot of the line of scrimmage, nor has he *one foot and the opposite hand* up to or within one foot of it. Furthermore, he has taken a position facing in toward the center, that will enable him the more rapidly to get into the interference. (See Rule IX., Sec. 1, Page 19.)



No. 8.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player in the foreground may be said to have *both hands or one foot and the opposite hand*, up to or within one foot of the line of scrimmage, but he has taken a position *that will enable him the more rapidly to get into the interference*, and is therefore violating the spirit of the rule. (See Rule IX., Sec. 1, Page 19.)



No. 9.



No. 10.

VALID SIGNAL FOR A FAIR CATCH—The player, prior to an attempt to catch the ball, has *raised his hand clearly above his head*. (See Rule VI., Sec. 5, Page 12.)

INVALID SIGNAL FOR A FAIR CATCH—The player, prior to an attempt to catch the ball, has *not raised his hand clearly above his head*. (See Rule VI., Sec. 5, Page 12.)



No. 11.

ILLUSTRATION OF TRIPPING WITH THE FOOT—The player wearing the sweater is obstructing the other player with *that part of his leg that is below the knee*. Obstructing a player below the knee with the hand is also tripping. (See Rule VI., Sec. 10, Page 14.)



No. 12.

LEGAL USE OF BODY IN BLOCKING—The player on the right has thrown his shoulder against his opponent's thigh to block him away from the play, but is not using his hands or arms. (See Rule XVI.)



No. 13.

ILLEGAL USE OF HANDS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player is *grasping* with his hands the foot of an opponent. (See Rule XVI.)



No. 14.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The middle player of the group, in endeavoring to protect the "runner" behind him, has *grasped* an opponent by the jersey. (See Rule XVI.)



No. 15.

LEGAL POSITION IN BLOCKING—The player facing the reader has slipped his leg in between the legs of his opponent, but is not using his hands or arms to hold him there. **NOTE**—This case shades very rapidly into that indicated on plate No. 16. (See Rule XVI.)



No. 16.

ILLEGAL USE OF HANDS AND ARMS IN BLOCKING—The player facing the reader has slipped his right leg in between the legs of his opponent, and is *holding* his opponent's right leg against his own by the *use of his hand and arm*. **NOTE**—The use of the leg, here pictured, is legitimate. (See Rule XVI.)



No. 17

ILLEGAL USE OF ARM BY PLAYER OF SIDE IN POSSESSION OF BALL—Player No. 1, in endeavoring to obstruct an opponent, is using his *arm to push an opponent away from the play*. (See Rule XVI.)



No. 18.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF BALL—Player No. 1, in attempting to obstruct an opponent, has placed his *hands upon an opponent to push him away from the play*. (See Rule XVI.)



No. 19.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The player, in attempting to obstruct his opponent, has *circled him with his arm*. (See Rule XVI.)



No. 20.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF SIDE IN POSSESSION OF THE BALL—The player, in obstructing his opponent, has *circled him with his arm and grasped him with his hand*. (See Rule XVI.)



No. 21.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF THE SIDE IN POSSESSION OF THE BALL—The player has *grasped his opponent around the knee and is lifting him up*. (See Rule XVI.)



No. 22.

ILLEGAL USE OF ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has managed to get under his opponent's right shoulder with both hands and is *lifting him away from the play*. (See Rule XVI.)



No. 23.

ILLEGAL USE OF HANDS AND ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has slipped both arms, from his elbow out, in under his opponent, and is commencing to lift him up and away from the play. (See Rule XVI.)



No. 24.

LEGAL USE OF ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is keeping his arms close to his body. (See Rule XVI.)



No. 25.

ILLEGAL USE OF ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is not keeping his arms close to his body. (See Rule XVI.)



No. 26.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF THE BALL—

The player in the middle of the group, in attempting to obstruct an opponent, is keeping his hands together, but his arms are not close to his body. NOTE—The Committee wishes to make it plain that if, in interfering, a player keeps his hands together and close to his body, he may legitimately use the projecting portions of his arms. (See Rule XVI.)



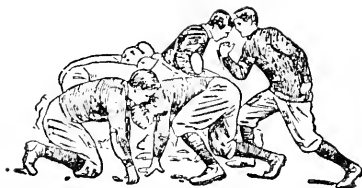
No. 27.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF SIDE IN POSSESSION OF BALL—The player in the middle of the group is attempting to obstruct an opponent by the use of his hands and arms—which are not close to his body. NOTE—The Committee wishes to make it plain that if, in interfering, a player does not keep his hands together and his arms close to his body, he may not legitimately use the projecting portions of his arms. (See Rule XVI.)



No. 28.

ILLEGAL STRIKING WITH THE LOCKED HANDS—The player on the right, having locked his hands, is on the point of dealing his opponent an upward blow under the chin. (See Rule XXI., Sec. 1, Page 37.)



No. 29.

ILLEGAL STRIKING OF AN OPPONENT IN THE FACE WITH THE HEEL OF THE HAND BY A PLAYER ON DEFENSE—The player on the right, who is on the defense, is on the point of striking in the face, with the heel of his hand, the opponent who is carrying the ball. (See Rule XXI., Sec. 1, Page 37.)



No. 30.

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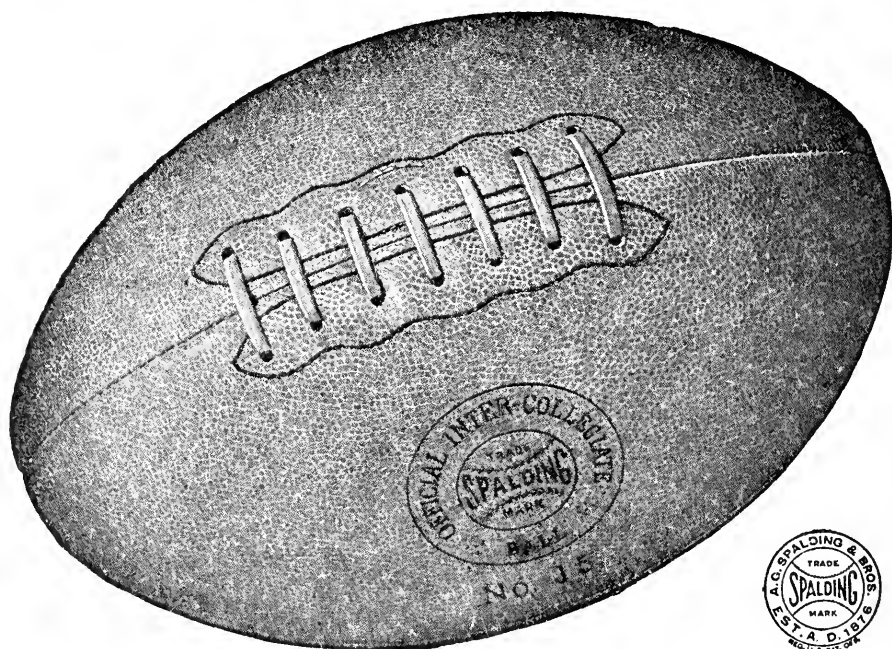
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